

*This listing of claims will replace all prior versions, and listings, of claims in the application:*

**Listing of Claims**

Claim 1 (currently amended): A method for creating a mobile multimedia framework application programming interface (API) capable of operation in mobile hardware devices, comprising the operations of:

setting API component access parameters to utilize a synchronous programming model;

setting the API components to a pull data delivery protocol; and

removing master/slave functionality from the API components.

Claim 2 (original): A method as recited in claim 1, wherein a memory size of the mobile multimedia framework API is less than 100 kilobytes.

Claim 3 (original): A method as recited in claim 1, wherein a push data delivery protocol is only utilized in an application layer.

Claim 4 (original): A method as recited in claim 1, wherein an asynchronous programming model is only utilized in an application layer.

Claim 5 (original): A method as recited in claim 1, wherein master/slave functionality is only utilized in an application layer.

Claim 6 (original): A method as recited in claim 1, further comprising the operation of providing specialized players.

Claim 7 (original): A method as recited in claim 6, wherein the specialized players include an MPEG player.

Claim 8 (original): A mobile multimedia framework application programming interface (API) capable of operation in mobile hardware devices, comprising:

a codec;

a data source in communication with the codec; and

a media engine having a plurality of components in communication with the codec and the data source, wherein each component is accessible utilizing a synchronous programming model, and wherein each component utilizes a pull data delivery protocol.

Claim 9 (original): A mobile multimedia framework API as recited in claim 8, wherein each component is set to exclude master/slave functionality.

Claim 10 (original): A mobile multimedia framework API as recited in claim 9, wherein a memory size of the mobile multimedia framework API is less than 100 kilobytes.

Claim 11 (original): A mobile multimedia framework API as recited in claim 8, wherein a push data delivery protocol is only utilized in an application layer.

Claim 12 (original): A mobile multimedia framework API as recited in claim 11, wherein an asynchronous programming model is only utilized in an application layer.

Claim 13 (original): A mobile multimedia framework API as recited in claim 8, wherein master/slave functionality is only utilized in an application layer.

Claim 14 (original): A mobile multimedia framework API as recited in claim 8, further comprising specialized players.

Claim 15 (original): A mobile multimedia framework API as recited in claim 14, wherein the specialized players include an MPEG player.

Claim 16 (currently amended): A method for creating a mobile multimedia framework application programming interface (API) capable of operation in mobile hardware devices, comprising the operations of:

setting API component access parameters to utilize a synchronous programming model;

setting ~~the~~ API components to a pull data delivery protocol;

removing master/slave functionality from the API components; and

providing a specialized player, wherein the specialized player is designed to process a specific type of multimedia data,

wherein a memory size of the mobile multimedia framework API is less than 100 kilobytes.

Claim 17 (original): A method as recited in claim 16, wherein a push data delivery protocol is only utilized in an application layer.

Claim 18 (original): A method as recited in claim 17, wherein an asynchronous programming model is only utilized in an application layer.

Claim 19 (original): A method as recited in claim 18, wherein master/slave functionality is only utilized in an application layer.

Claim 20 (original): A method as recited in claim 16, wherein the specialized player is an MPEG player.